

# SUMMARY OF THE GAME



## HOW TO PLAY (PAGE 14)

The game is played over the span of 3 Eras. Each Era includes 4 clan turns per player, which are carried out one at a time starting with the Starting Player and going clockwise around the table, and then ends in a Council Phase (see page 26), which all clans resolve at the same time. Once an Era is completed, the next one begins.

The game comes to an end after the Council of the third Era.

## CLAN TURNS (PAGE 14)

Use a relic (optional, maximum 1 relic per turn, the relic can be used either at the beginning of the turn or at the end of it).

- 1 Choose a dwarf from the tavern and assign them to a tool.
- 2 Spend 1 support (optional).
- 3 Use the tool: **Dig** (p.17), **Skirmish** (p.18), **Build** (p.22), **Transport** (p.20), or **Read** (p.16).
- 4 Use inlay (optional) (p.15).

## COUNCIL PHASE (PAGE 26)



The **starting player** advances the era marker, then:

- ◆ **At the same time**, players return their dwarves to the tavern.
- ◆ **In turn order**, players collect rewards from the King's Coins (but not from spaces where they are placed). After collecting these rewards, the tradition tiles that trigger during the Council Phase are activated.
- ◆ **At the same time**, players check how many enemies can be held in the dungeons (1 per key).
- ◆ **At the same time**, players gain GP for enemies in the dungeon.



- ◆ **In turn order**, players gain GP for the current Project tile and previous ones.

If the Era marker is on the final space, the **Final Scoring** phase is resolved (p.28).

## FINAL SCORING (PAGE 27)



### KING'S THRONE

Players obtain 6, 3, or 1 GP if they are the 1st, 2nd, or 3rd clan with more carts in the King's Throne.



### OBJECTIVES

Players reveal and score 1 or 2 Objective tiles if they have reached at least 4 or 8 Achievements.



### TOOLS

Players gain GP based on the forged tools in each column.



### ACHIEVEMENTS

Players obtain 2/4/6/8 GP if they have reached 9/10/11/12 Achievements.



### ENEMIES IN THE MOUNTAIN

Each player loses 2 GP for every hall where they have presence and at least 1 enemy is present.



### SUPPORTS AND EXTRA RESOURCES

1 GP for every 3 combined units of support and any resource.





# ACTIONS



Each of the tools allows the player to perform an action when a dwarf is assigned to that tool. The power of that action depends on the strength of the dwarf and the support token that accompanies the action, if any.



## READ (PAGE 16)



This is a generic action that allows the player to perform any basic action they choose (Dig, Skirmish, Build, or Transport) using the strength of the assigned dwarf.



## DIG (PAGE 17)



The strength of the dwarf assigned to this tool indicates the number of rubble tiles you can remove from the Mining area (see page 17) of the game board, which immediately grants you the resources shown on each of them. As indicated on the board, 2 strength points must be used in order to take away the first rubble tile.

Once the resources have been obtained, the chosen tiles are discarded. The resources received must be stored as explained on page 12: Resources and Storage.



## SKIRMISH (PAGE 18)



The strength of the dwarf assigned to this tool indicates the number of enemies that they can defeat in any of the Halls of the Mountain. The mountain has been overtaken and devastated by 3 different types of enemies, and each of them requires a different amount of strength to defeat. You may split up the dwarf's total strength to defeat several of the enemies present in different halls using a single Skirmish action.



## TRANSPORT (PAGE 20)



The strength of the dwarf assigned to this tool indicates the number of resources that can be transported from your clan board to a single Monumental Construction site on the game board (resources cannot be sent to different Monumental Constructions in a single Transport action). Players can restore the robust pillars and giant gates that hold up the heart of the mountain. These are special buildings that require a great amount of material. So, before being able to build them (with the Build action), a player must bring all the indicated resources to the site in order to forge the piece in question: a pillar or a gate.



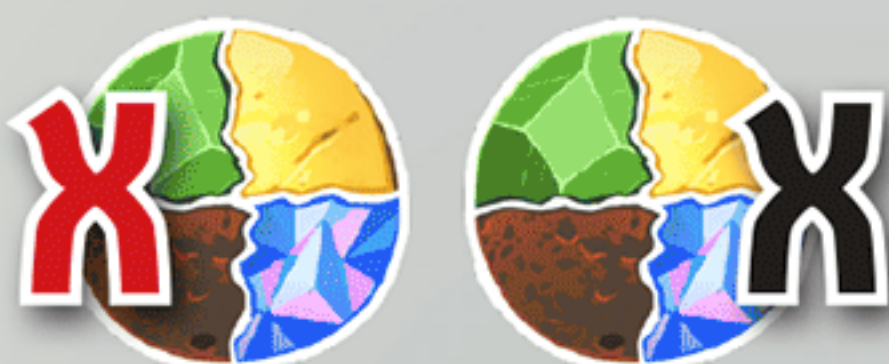
## BUILD (PAGE 22)



The strength of the dwarf assigned to this tool indicates the type of building that can be built in the halls that turn. There are 4 types of buildings: houses, workshops, pillars, and gates.



# ICONS



When an icon has a red number to its side, this means that the indicated number of the element represented must be spent. If the number is black, the player obtains that icon the number of times indicated (p.12).



Gain Glory Points at the end of the game.

Gain Points immediately.

## TOOLS



### PICK

This allows you to perform the **Dig** action (p.17).



### AXE

This allows you to perform the **Skirmish** action (p.18).



### COMPASS

This allows you to perform the **Build** action (p.22).



### CART

This allows you to perform the **Transport** action (p.20).



### BOOK

This allows you to perform the **Read** action (p.16).



### SUPPORT PIECES

This means that the player can **get a +1 support** piece from the supply or swap 1 of their +1 support pieces for a +2 support piece (p.8).



### STRENGTHEN A DWARF

The acting player may strengthen 1 of the dwarves of their clan, except for the dwarf that is in use during the current turn. Doing so permanently increases the dwarf's strength by 1 (p.8).



### DWARF TOKEN

The number shown on the top of the piece indicates the strength of the action when assigned to a tool.

## RESOURCES



Iron



Emerald



Gold



Mythral



### WILD RESOURCE

Stands for any 1 resource of your choice.

## TRACKS



### COURT TRACK ADVANCE

This allows you to obtain the Crown's favor, represented by the King's Coins.



### PRESTIGE TRACK ADVANCE

This allows you to strengthen your clan's dwarves and obtain tradition tiles.



### MINING TRACK ADVANCE

This allows you to find powerful relics by digging into the mountain.



### ADVANCE IN A TRACK OF YOUR CHOICE

## ENEMIES



GOBLINS



ORCS



TROLLS



ANY ENEMY



DEFEAT ANY ENEMY



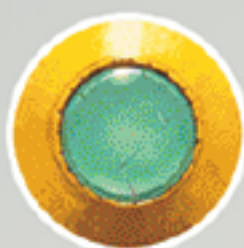
MOVE ANY ENEMY

## INLAYS



### SILVER INLAYS

Immediately grants 3 GP (p.11).



### GOLD INLAYS

Immediately grants 2 GP (p.11).



### INLAY A JEWEL

## BUILDINGS



### HOUSES AND WORKSHOPS

These basic buildings can be placed directly on face-up hall tiles if there is space available. Each player may have **1 single basic building on each hall tile** (p.23).



### GATES

These are built along the sides that connect 2 adjacent face-up halls, **so long as there is not already any other gate on either of those halls** (p.24).



### PILLARS

These are built in a spot where the points of 3 different, face-up halls come into contact, **more than 1 tile side of separation from all other pillars** (p.24).



### WILD BUILDING

Stands for any building of your choice.



### ACHIEVEMENT

Achievements allow you to score objective tiles at the end of the game (p.13). There is a Glossary of these tiles on page 40.



### KING'S COINS

Choose 1 of the coins available on the game board and place it in an empty space on your clan board (p.13).



### COUNCIL PHASE

If the Starting Player has already assigned all 4 dwarves to tools at the start of their turn, the Council Phase begins (p.26).



### KEYS

During the Council Phase, you can hold a number of enemy pieces in your dungeons equal to or less than the number of keys you have (p.20).



### TRADITION TILES

Choose 1 of the tradition tiles available on the game board (paying any costs) and place it in an available space on your clan board (p.36).





### FORGE A TOOL

Obtain one of the tools available on the game board (p.10).



### KING'S THRONE

Follow the same rules as the Transport action (p.22).



### RELICS

Take 1 relic tile that is in the same space or behind where your marker is located on the Mining Track. Place it beside your clan board (p.16).



### TURN OVER 1 HALL

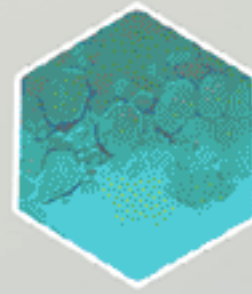
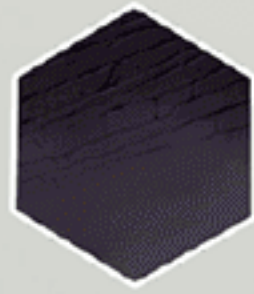
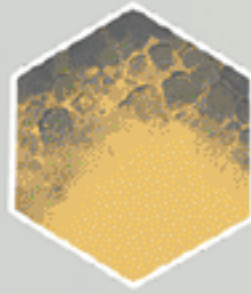
Turn over 1 hall tile that is face down and next to a tile that is face up. Receive the reward before you turn it over and then place the indicated enemies (p.17).



### STORAGE

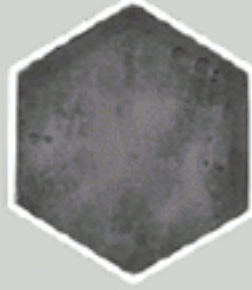
Flip over 1 Storage tile from your Clan board, unlocking 2 new Storage spaces (p.12).

## HALLS



### DISTRICTS AND HALLS

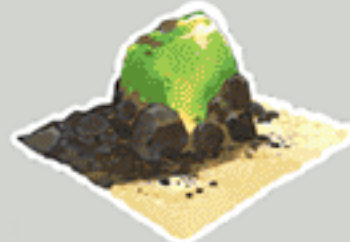
Each group of adjacent hall tiles of the same color make up a district. There can be districts made up of a single tile or several tiles together (p.18).



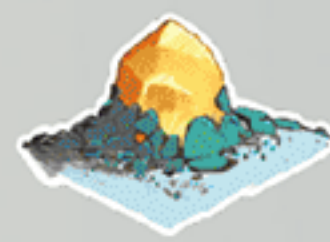
### NEUTRAL HALL.

Stands for any hall, regardless of color.

## MINERAL VEINS



EMERALD



GOLD



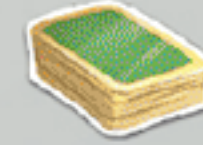
MYTHRALL

## SOLO MODE



### FORGING A TOOL

Takes the first card from the Forge and puts it on the bottom of the Available Tools stack.



### AVAILABLE TOOLS STACK



### FORGING TOOLS DECK



### DISCARDED TOOLS STACK



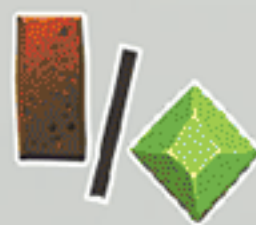
### OBTAINING A RELIC TILE

It gets the first relic tile, starting from the top, that is of a type that you (the player) have not yet obtained.

## BENEFITS OF BUILDINGS (Pag. 25)

After placing a building, you immediately obtain a benefit which depends on the type of building placed and the type of resource vein that is present in the halls where that building now stands. Each hall is rich in one kind of resource, and each type of building exploits these resources in different ways:

WHEN BUILDING A HOUSE ON A VEIN OF:



WHEN BUILDING A WORKSHOP ON A VEIN OF:



WHEN BUILDING A GATE ON A VEIN OF:



WHEN BUILDING A PILLAR ON A VEIN OF:



Gates and Pillars obtain the benefits of all the halls they are in contact with.